Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 101786,402 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE [**SMALL ENTITY** OR **TOTAL CLAIMS** RATE FEE RATE FEE **FOR** BASIC FEE NUMBER FILED NUMBER EXTRA 385.00 BASIC FEE 770.00 OR TOTAL CHARGEABLE CLAIMS minus 20= XS 9= X\$18= OR INDEPENDENT CLAIMS minus 3 =X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL **TOTAL** OR **CLAIMS AS AMENDED - PART II** OTHER THAN SMALL ENTITY **SMALL ENTITY** (Column 1) OR (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-4 REMAINING NUMBER PRESENT ENT **RATE** TIONAL **PREVIOUSLY** RATE TIONAL AFTER **EXTRA AMENDMENT** PAID FOR FEE FEE AMENDI Total Minus X\$ 9= X\$18= OR Independent Minus *** X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI- \mathbf{m} REMAINING **NUMBER PRESENT AMENDMENT RATE** TIONAL AFTER PREVIOUSLY RATE TIONAL **EXTRA AMENDMENT** PAID FOR **FEE** FEE Total Minus X\$ 9= X\$18= OR Independent Minus X43 =X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +145= +290= OR TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST O ADDI-ADDI-REMAINING NUMBER **PRESENT AMENDMENT** AFTER PREVIOUSLY RATE TIONAL RATE TIONAL **EXTRA AMENDMENT** PAID FOR FEE **FEE** Total Minus ** X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." TOTAL

***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

ADDIT, FEE